CYBERTHON

Speakers/Presenters/Performers Schedule

(First Draft)

Saturday, October 6, 1990

12:30 p.m.	**"Synthetic Experience"** Warren Robinett, University of North Carolina	(Main Stage)
1:15 p.m.	**"Force Feedback Technology"** Margaret Minsky, MIT	(Maze Stage)
2:00 p.m.	**"Cobwebs in a Virtual Attic"** Tom Furness, Human Interface Technologies Laboratory	(Main Stage)
2:45 p.m.	**"Once Upon a CyberTime: Storytelling, Multi-media and Virtual Reality"** Abbe Donn, Apple Computer Fabric Florin , Apple Multi-media Lab	(Maze Stage)
3:30 p.m.	**"Artificial Reality: A Minority View"** Myron Krueger, Artificial Reality Corporation	(Main Stage)
4:15 p.m.	**"Virtual Reality and Hypernetwork In Japan - is it Real or Virtual?"** Izumi Aizu , Institute for Networking Design Katsura Hattori, The Asahi Shimbun	(Maze Stage)
5:00 p.m.	**"Genres of Virtual Reality"** Wendy Kellogg, IBM	(Main Stage)
5:45 p.m.	**"3D Sound"** Scott Foster, Crystal River Engineering, Inc. **"The Convolvotron Audio Display"** Bo Gehring, Gehring Research Corporation **"3D Sound: A New Communication Medium for Cyberspace"**	(Maze Stage)
6:30 p.m.	**"Telepresence: From Panoramas to Personal Simulators"** Scott Fisher, Telepresence Research	(Main Stage)
7:15 p.m.	**"Useful Realities: Virtual Reality as a Thinking Tool"** Steve Bryson, NASA Ames Research Center	(Maze Stage)
8:00 p.m.	**T. B. A.** Jaron Lanier, VPL	(Main Stage)
8:45 p.m.	**"Virtual Cultures"** Anna Couey & M. Normal, ArtCom	(The WELL)
9:30 p.m.	**"Applications of Virtual Reality"** William Bricken, Human Interface Technologies Laboratory Brenda Laurel, Telepresence Research Larry Leifer, Tolfa Corporation Randy Walser, Autodesk	(Main Stage)
11:00 p.m.	**"Social and Cultural Implications of Virtual Reality: Part One"** Bob Jacobson, Human Interface Technologies Laboratory Kevin Kelly, Point Foundation Myron Krueger, Artificial Reality Corporation	(Main Stage)
11:45 p.m.	**"Jump to Your Death"** Chris Hardman, Antenna Theater	